

FIG 1

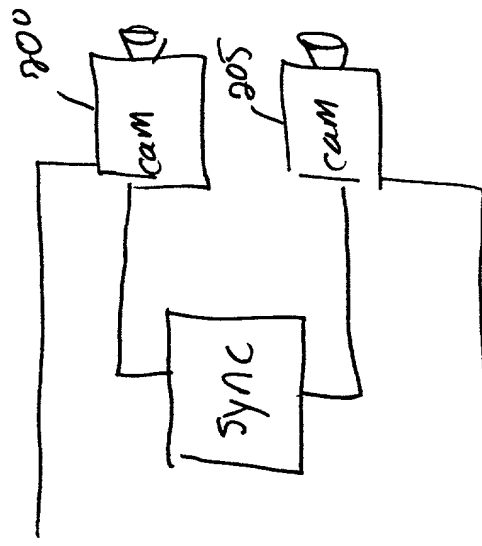


FIG 2

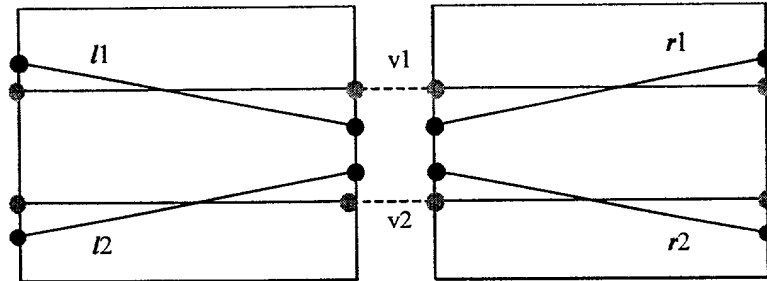


Figure 3a Illustration of the rectification algorithm

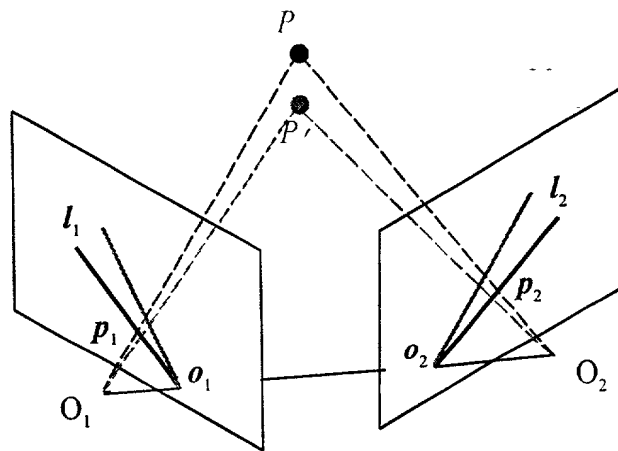


Figure 3b Epipolar geometry



Fig. 4 (a) original input superimposed with matched points

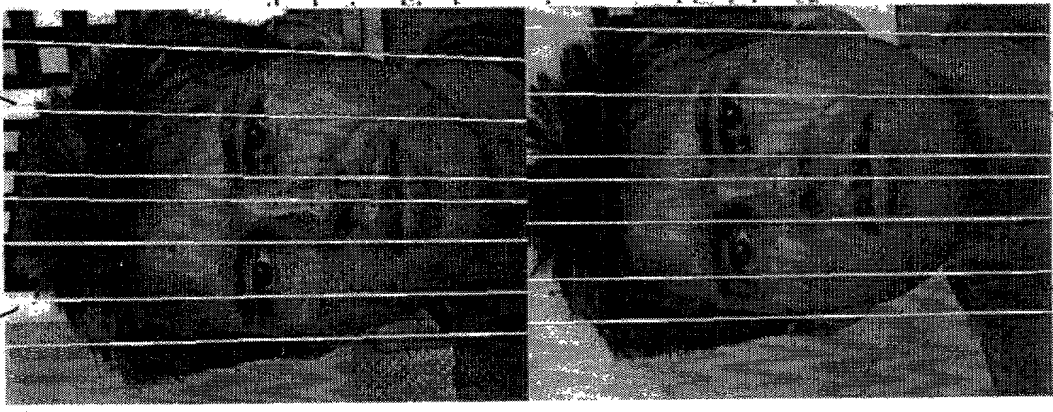


Fig. 4 (b) original input superimposed with epipolar lines

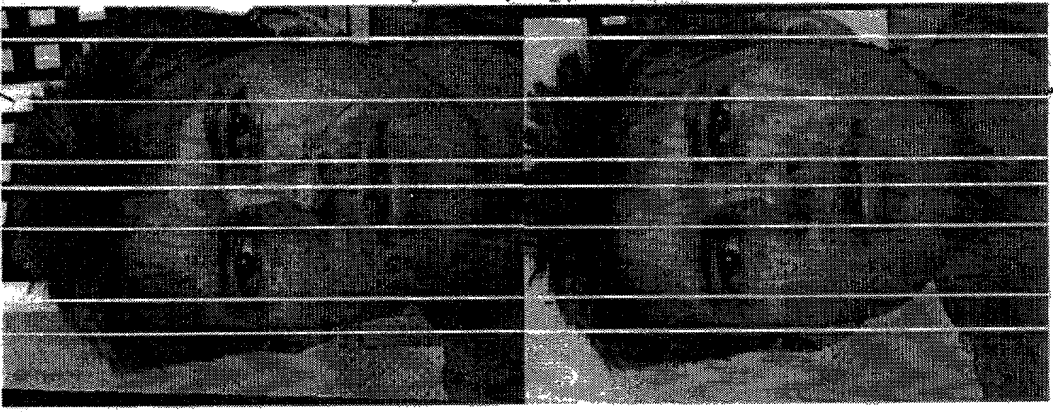


Fig. 4 (c) rectification results

400 416 405

416

416 410

40

Select seed
voxel
 $\text{unique} / \Phi(r) > t_1$

-500

Divide image
into buckets

-502

Sample pixels
randomly to
find good seed

-504

Adjust threshold
to find desired number
of seeds

-506

Surface tracing
from all seed
voxels

-510

Store ^{seeds} in queue

-512

check neighbors

-514

Next seed

-516

FIG 5